In the year 2079 the Earth lies a blackened wreck, a mere shadow of its former blue and green glory. However this is not due to any major war or alien invasion. It is just the result of neglect and chemical erosion, its people have been decimated by plagues. The few areas of natural beauty that remain are therefore incredibly precious to the remaining people of Earth.

You are a reserve warden, responsible for the maintenance of three of the biggest remaining areas of natural beauty left in the world. Most of your work is routine, even boring, but it is well paid, well respected and safe. The reserves are maintained by aura energy generators, buried deep below the ground. All you had to do was the routine tidying and occasional rounding up of the animals. Or at least that was all you had to do!

Unfortunately the Star Cygnis Alpha has just gone supernova. Now normally this would not interest you much, you were never really keen on astronomy, but even you must admit that it looked very pretty. Unfortunately Cygnis Alpha was the home to the Wavaren, or rather one of the planets that circled it was. They were not best pleased with losing their planet, but they had enough advanced warning to escape, so now they are looking for somewhere new to live. Now this is where it starts to bother you for they seem to have decided that they want to live in your reserve!

Game Play

You are responsible for three regions, one forest, one set of oceanic islands and of rocky desert. Each of these is divided into ten areas. The areas are self-contained, they are kept in pristine condition with their own supply of aura energy and zoned off with force fields.

It is your job to clear all the areas of aliens. When you manage to clear an area of aliens it will seal off, and no more aliens will be able to enter it, mind you neither will you.

If the aliens succeed in reducing the aura energy of an area to zero then it will die. If you let three areas in any region die you will be

terminated, when you have cleared one region of aliens then you will move on to the next.

At any time during play you can look at the full regional status display. This shows you the status of every area in the region, the amount of energy it has left, whether it has been sealed off or shut down and the number of aliens present.

Aliens

There are several types of alien craft. There are individuals, squadrons, chains, mother ships and slave robots.

Individuals that come at you singly.

Squadrons that fly in strict formations.

Chains that fly in follow-my-leader patterns.

Mother ships, these large craft need to be shot several times, blasting off different bits before they are finally destroyed. Slave robots which appear to be similar to the chain robots at first, but only the head can actually be damaged, these need several shots to kill. Killing these leaves a bonus behind.

Bonuses

These appear each time you kill a slave robot. They take the form of a tile that appears where the robot's head exploded. This bears an icon depicting what you will receive if you collide with it. This changes, slowly at first but gradually the speed at which it changes increases. Eventually it explodes. The various bonuses are: more craft power, more area aura energy, blitz bombs, exit level, mystery.

Status Control

At any time if you want to receive information on the other areas within a region press the space bar and the game will pause while the status console is displayed.

Pushing left or right on the joystick will now move you through the other areas displaying information on each of them in turn.

The area in which you are actually present is highlighted by being printed in Cyan whereas the other areas are printed out in white.

The information given is:

Region	The name of the current region
Area ID	Name of area.
Status	Whether the area is critical, safe or cleared.
Aura	The bar indicates the level of the aura left in an area.

Your Craft

You fly a J.O.S. Fighter. You have powerful beam lasers that fire fowards and blitz bombs that explode all aliens on screen.

You start with a limited number of these, but can pick up more from bonus tiles. You need to patrol the ten areas, and make sure that the aliens do not have a free run to destroy any one of them.

Do not concentrate on one area, as then the aliens will have no difficulty in destroying the others. Remember, if you craft runs out of power the game is over.

How to Play Successfully

O.K. so you arrive in a region, which is as you know a collection of seven areas each sectioned off from the others by force-fields. Now you have to clear each one before the aliens can destroy all of its aura.

The best way to achieve this and to get as far as possible into the game is to blast as many aliens as you can in one area until the slave robot comes along. When this appears shoot as fast as you can, aiming all your fire into its head.

Eventually this will explode and leave a bonus tile. You now have a difficult decision, if you are low on power for your craft it is probably best to take that, otherwise it is best to take aura.

Continue with this process until you are happy with the aura you are leaving behind, picking up blitz bombs from the bonus tiles as you need them, and then take an exit level tile to move on.

Do not wait too long before you move to the next level as the aliens are already there and they need to be dealt with as well.

You should check regularly on the status console to discover which areas are critical and concentrate your efforts on these areas.

LOADING INSTRUCTIONS

C64
1) Turn on your computer and your disk drive.
2) Place the disk into the drive with the label facing upwards.
3) Type LOAD "",8,1
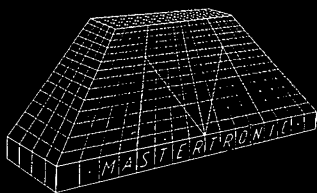4) Press RETURN.
5) The game will load and run automatically.

C128
1) Switch on your computer and your disk drive.
2) Hold down the C= key while pressing the reset button.
3) Keep the C= key pressed until the screen displays show C64 mode.
4) Place the disk into the drive with the label facing upwards.
5) Type LOAD "",8,1
6) Press RETURN.
7) The game will load and run automatically.

CONTROLS

Joystick in port 2 only.

Blitz Bomb	C=
Regional Status	M
Pause	Run/Stop
Abort game	← while paused

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